

# *Gravis GamePad™*



**A Cool, Fun  
Control Pad For:  
Amiga 500-3000 &  
Atari ST models**

*Advanced*  
**GRAVIS**

## INTRODUCTION

Thank you for choosing the Gravis GamePad™ for Amiga and Atari computers, the most comfortable and responsive game controller available.

The quick action and control pad design of the GamePad will increase both your scores and fun. Because of the GamePad's unique design, you can rotate it for left or right handed play and you can set its buttons in one of four different configurations, including turbo-fire and direction control.

### Using this manual

A combination of typefaces has been used to help you find what you are looking for quickly and easily.

Note! precedes items of special interest, and is shown in a different typeface.

**Note!** This is interesting information!

Steps for you to do are shown in bold print and marked with a diamond (◇).

◇ **Do this step.**

### Compatibility

Compatible with: Amiga 500, 1000, 2000, 2500, 3000  
Atari ST models

## **Package Contents:**

In your GamePad box you should find:

- A GamePad controller
- A screw-in joystick handle

## **INSTALLATION**

You can plug the Game Pad into any mouse/ joystick connector on your computer.

### **INSTALLING THE GAMEPAD**

- ◇ **Turn off your computer system**
- ◇ **Plug your GamePad into one of your computer's 9-pin joystick connectors. (See Fig. 1)**

**Note!** Which connector you choose depends on which port your game supports. If a game does not work with one connector, try the other.

- ◇ **Turn your computer on and start up your favorite game.**

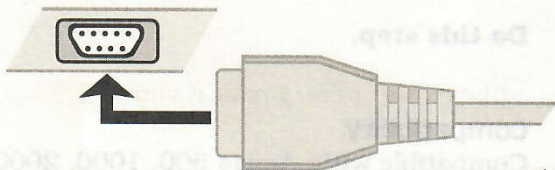


Fig. 1

## USING THE GAMEPAD

The GamePad is simple to use, if you follow the set up instructions included in this chapter. Keep the button diagrams handy!

### Parts of the GamePad

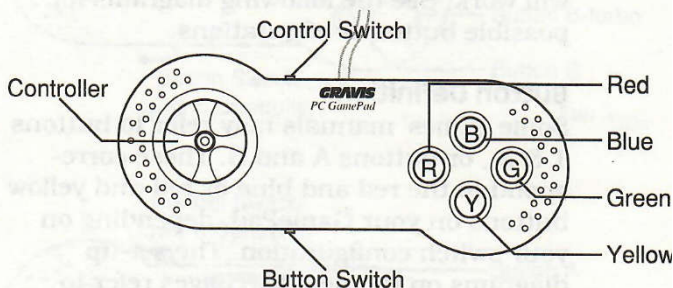


Fig. 2

## GAMEPAD SET-UP

### Direction Controller

The Direction Controller works well when pressed with your thumb, but if you prefer a joystick style controller, screw the detachable joystick handle into the gold-colored hole in the Direction Controller. The joystick handle must be screwed firmly into place, but it can break if you apply excessive force. Sorry, but broken and cross-threaded handles are not covered by the warranty. You can order extra handles from the Customer Service Department at 2 for \$5.00.



## **Customized Control**

Some players prefer their Direction Controller on the right, others prefer it on the left. The GamePad's unique design allows you to flip the unit for left or right-handed play. The button switch allows you to choose which buttons will respond, and how they will work. See the following diagrams for possible button configurations.

## **Button Definitions**

Some games' manuals may refer to buttons 1 & 2, or buttons A and B. These correspond to the red and blue or red and yellow buttons on your GamePad, depending on your switch configuration. The set-up diagrams on the next two pages refer to button A and button B.

## **Special Button Functions**

If you set the button switch towards the controller, the red button will be button A, the yellow button will be button B, the blue button will be button A-turbo and the green button will be B-turbo.

You can use special up and down button functions by setting the button switch towards the buttons. With this function on, the yellow button will work as though you were pressing forward on the Direction Controller, and the green button will work like you were pressing backward.

## SET-UP DIAGRAMS

### Left Hand Control Fig. 3, 4

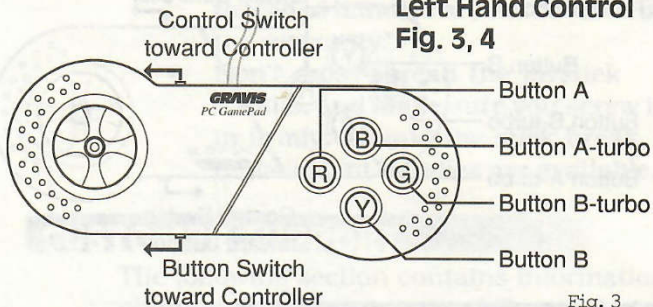


Fig. 3

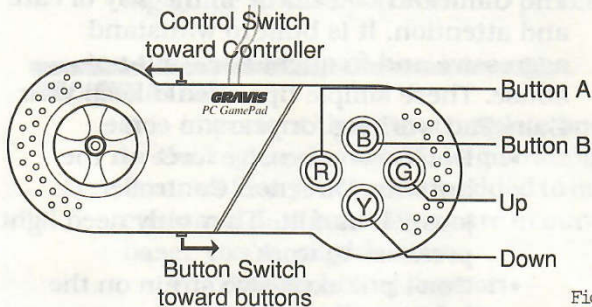


Fig. 4

### Right Hand Control Fig. 5, 6

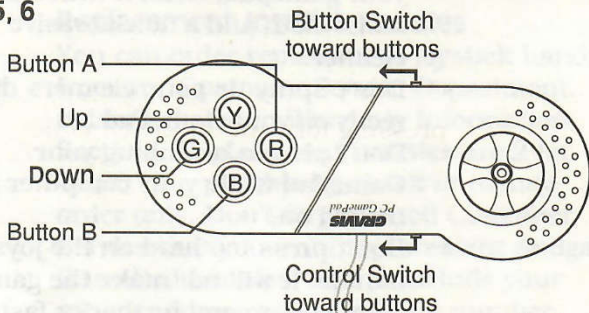


Fig. 5

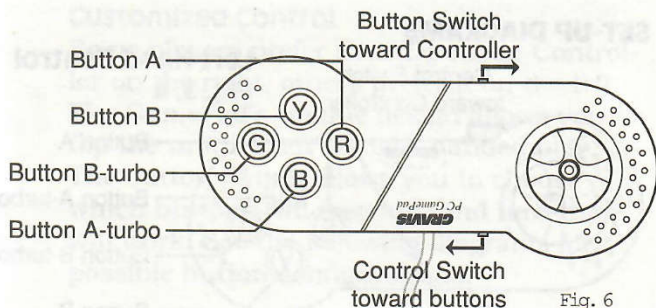


Fig. 6

## CARING FOR YOUR GAMEPAD

The GamePad takes little in the way of care and attention. It is built to withstand aggressive and frequent use—but not abuse. These simple tips should keep your GamePad working for years to come.

- Don't use excessive force on the buttons, Direction Controller, or joystick handle. They only need light pressure to work.
- Don't put excessive strain on the cables.
- Don't use abrasive cleaners to clean your gamepad; clean it with a soft moist cloth and a non-abrasive cleaner.
- Don't spray or pour cleaners directly on your GamePad.
- Don't plug in or unplug your GamePad while your computer is turned on.
- Don't press too hard on the joystick handle. It will not make the game character go any further or faster.

Remember, broken and cross-threaded handles are not covered by the warranty.

- Don't cross-thread the joystick handle, and make sure you screw it in firmly. Should the stick break, replacement handles are available.

## **CUSTOMER SUPPORT**

The following section contains information about technical support and Gravis Customer Service. There's also a trouble shooting guide in case you run into problems.

### **REGISTRATION**

It is important that you complete and mail in the registration card. Registration ensures that your name is added to our customer data base. If you are in our data base, you're eligible for:

- Free technical support
- Special offers and discounts offered only to registered users.

### **Replacement Joystick Handles**

You can order replacement joystick handles from our Customer Service Department. (address listed in Warranty Information Section). Replacement handles are 2 for \$5.00 US., payable by check or money order only. Don't forget to tell Customer Service that you want replacement Amiga GamePad handles, and to include your return address and telephone number.



## TECHNICAL SUPPORT

All registered owners of Advanced Gravis products are eligible for free technical support. You can contact the Advanced Gravis Technical Support service by phone, Fax, Electronic mail or a regular letter. (Please include your phone number.)

There is no charge for support, but long distance charges for fax or phone, or on-line charges for bulletin board services are not included. Before calling, check the Troubleshooting guide that follows. The answers to common questions are found here.

## TROUBLESHOOTING GUIDE

Problem	Solution
When I try to play with my GamePad, it won't control my game.	<ul style="list-style-type: none"><li>• Check to see if the GamePad is securely connected to a game port on your computer.</li><li>• Some games are not designed to work with a joystick. Check your game's documentation to make sure your game supports a joystick.</li><li>• Some games require you to select which type of control you need to use. To use your game with the GamePad, choose joystick control.</li></ul>

Problem	Solution
<i>...my GamePad won't control my game cont.</i>	<ul style="list-style-type: none"> <li>•Some games are written to work with the GamePad plugged into a specific port. If your game doesn't work, try plugging the GamePad into the other game port on your computer.</li> </ul>
<p>My buttons don't fire the way I want them to, or they don't fire at all.</p>	<ul style="list-style-type: none"> <li>•Make sure you have the buttons set up the way you want them to work. The button diagrams will show you how to define your buttons' functions, and tell you which ones to press.</li> </ul>

## TECHNICAL SUPPORT TIPS

Here are a few hints:

- Read the Trouble Shooting guide and check for related items elsewhere in this document. Most common questions are answered here.
- Call from a phone where you have access to your computer. You will then be able to immediately test suggestions and provide any additional information that may be required.

- Please prepare the following information:

- Your name, address, and telephone number.
- The Gravis product are you calling about.
- The make and model of your computer.
- The version numbers of your computer's system software and Gravis software.
- The software affected by this problem.
- A concise description of the problem, its symptoms and what led to them.

### **Tech. Support—Telephone**

**Call: (604) 431-1807**

(+ Canada country code where necessary)

**Or fax: Canada code (604) 431-5155**

Tech Support is available Monday through Friday (except holidays) from 8:30 A.M. to 4:00 P.M., Pacific Standard time.

### **Tech Support—Electronic Mail**

Advanced Gravis can be contacted electronically via your modem on either GENie™, CompuServe® or AppleLink® bulletin board systems.

GENie email address- "Gravis1"

CompuServe email address-

"75300,733"

CompuServe Support Forum- type:

"GO PCVENB" at any "!" prompt.

AppleLink email address: "CDA0312"  
Internet! Tech@gravis.com  
FidoNet 1:1531978

When contacting Gravis via electronic mail, it is very important that you provide all the information described in the Tech. Support Tips. Otherwise, it could take longer to get back to you with an answer.

## **GENERAL INFORMATION**

### **License Agreement**

The Advanced Gravis GamePad, and this Gravis Amiga GamePad User's Guide protected by copyright and all rights are reserved by Advanced Gravis Computer Technology Ltd.

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Amiga is a registered trademark of Commodore Business Machines Inc.

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## **WARRANTY INFORMATION**

Advanced Gravis Computer Technology Ltd. (hereinafter referred to as GRAVIS) warrants to the original purchaser of the Gravis Amiga GamePad (hereinafter referred to as GAMEPAD) manufactured by GRAVIS that it will be free of defects in materials and workmanship for a period of 1 year from the date of purchase. Breakage or cross threading of the GAMEPAD joystick handle is not considered a warranty item and will not be replaced.

Information on obtaining warranty services is provided in the "Warranty Claim Instructions" section. You must provide proof of purchase when requesting repairs during the warranty period. Send all warranty claims to GRAVIS—do not return your GAMEPAD to your place of purchase.

In no event will GRAVIS be responsible for any indirect, special, incremental, consequential or similar damages or lost data or profits to you or any other person or entity regardless of the legal theory, even if we have been advised of the possibility of such damage. Some states do not allow the exclusion or limitation of consequential damages, so the above limitation or exclusion may not apply to you. Our liability for any damage to you or any third party in the event that any of the above limitations are held unenforceable shall not exceed three times the fee you paid for the GAMEPAD, regardless of the form of any claim.

During the warranty period, GRAVIS will repair (or at its option replace with a reconditioned GAMEPAD at no extra charge) components that are defective, provided the GAMEPAD is returned with proof of purchase and shipped prepaid to:

### **ADVANCED GRAVIS COMPUTER TECHNOLOGY LIMITED**

*Cdn. and International Customers*

101-3750 North Fraser Way  
Burnaby, B.C. Canada V5J 5E9

*US. Customers*

1790 Midway Lane  
Bellingham, WA. USA 98226

## Warranty Claim Instructions

Carefully read the warranty section and provide a detailed description of the problem including the make and model of your computer system and the name, version and publisher of the software you are using.

*Include the following information:*

- Your name and address
- Home and business telephone numbers
- Fax number (if applicable)
- A copy of your original bill of sale
- A description of the problem

US. customers are to send warranty claims to the Bellingham, Washington address. Canadian and all other International customers are to send warranty claims to the Canadian address. Warranty claims originating in the US. that are shipped to the Canadian address will be refused due to customs and importation requirements.

The means of product shipment to GRAVIS is at your discretion. We suggest that you insure your GAMEPAD incase of possible loss or damage during shipment. GRAVIS is not responsible for product lost or damaged in shipment.

## FCC WARNING STATEMENT

This equipment may generate and use radio frequency and may cause interference to radio and television reception. It has not been type tested or found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against interference to radio and television reception, which can be determined by turning the equipment off and on. The user is encouraged to try and correct any interference by one or more of the following measures:

- Reorient the receiving antennae
- Move the computer away from the receiver
- Plug the computer into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet, #004-000-00345-4, is available from: US. Government Printing Office, Washington, DC, 20402.

## GLOSSARY

### **Button Switch**

The switch on the side of the GamePad opposite the cable. It controls the button functions of the GamePad by setting the buttons in one of two operating modes.

### **Control Switch**

The switch on the GamePad closest to the cable. It controls whether the GamePad will function as a left or right handed device. By setting the Button Switch and the Control Switch independently, you have a choice of one of four operating modes.

### **Direction Controller**

The large purple "button" on the GamePad. Inside the GamePad are switches, which respond when the Direction Controller is pressed, making your game character move left, right, forward, backward and at 45° angles.

### **Joystick Handle**

The small, detachable gray handle that screws into the gold colored hole in the Direction Controller. Replacement handles are available from Advanced Gravis Customer Service.

### **Game Port**

A computer circuit designed to read the position of a joystick or game controller. Also, a place on your computer where you plug in a joystick or game controller.

### **Mouse Port**

On the Amiga, a game port and a mouse port are the same thing, because you can plug either type of device in and have it work. On the Atari, the mouse must be plugged into a specific port, but the GamePad can be plugged into either.

### **Turbo**

A button function mode in which a button is held down and continues to fire, simulating continuous rapid button presses.



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